



THE JACG NEWSLETTER

JACG

THE JERSEY ATARI COMPUTER GROUP

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NOVEMBER 1990

FROM THE EDITOR'S DESK

**NEWSFLASH!! JACG GOES 8-BIT ONLY!
ONLY TWO ST MEMBERS LEFT!!**

Okay, Okay. So it's not true. We still have a thriving ST membership. It's just if you were Editor of this newsletter like I am, that you might have suspicions that the top two lines are true.

The membership chairman says we have ST members. ST members use the BBS. ST members do demos at the meetings. ST members claim door prizes. So we must have some. It's just that they don't write articles for the newsletters.

It's not that I don't beg, plead, whine, and nag for ST articles. I do. I just don't get any. I even get some people who say they are going to do an article for the next month. But those articles never come. It's enough to give a poor editor a complex.

I find it amusing that when Joe Kennedy relates a story about a Dutch user group of over 5000+ members going down the tubes because no one will volunteer, that people find it hard to believe. I say, look a little closer to home. Next thing you know, someone will be telling that story about the JACG. Don't let it happen here! Write!!

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Z * NET SECTION



CALENDAR OF EVENTS

NEXT MEETING:

DECEMBER 8th, 1990

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NOISE FROM THE PRESIDENT

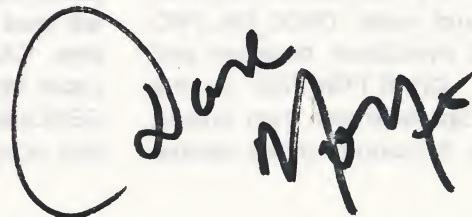
It will be with mixed feelings that I turn over the helm of leadership at the November meeting. On the one hand, I firmly believe that one year is enough of a term for the chief executive of the JACG. For, if one is to continue as both a member and a participant, the "burn-out" factor does exist. There is both an emotional and physical drain associated with any leadership role, no matter how consequential or inconsequential it may be perceived. On the other hand, I have enjoyed leading our growing (yes, membership actually has grown ever so slightly, after a continual decline over the past several years) group.

Now if you think I will begin to mellow - you're sadly mistaken. I will, of course, continue to write at least one column("Noise from Noyes"). I will, in whatever capacity, assist in the on-going activities of our august GROUP (for 1991 this will most likely be as 16-bit Vice President). I do not intend to become an inactive, non-attending ex-president (not to cast aspersions upon any of our distinguished past presidents); and by-the-way, did you notice three (yes, THREE) ex-presidents at our last (October) meeting? Joe Kennedy, Bill Martin, and Gary Gorski were all in attendance!

This column in this newsletter (the November 1990 issue of the JACG NEWSLETTER) is being

generated utilizing WordPerfect version 4.1 (ATARI) and the recently released Hewlett Packard DeskJet 500. One may ask, why are you not using Neoccept's Word Up 3.0 which you not only demonstrated at the last meeting, but were so high on? A simple answer, although WordUp 3.0 is an excellent word processor, the required DeskJet printer driver, Neoccept's TurboJet 2.0 (which drives DeskJet and LaserJet printers) will not work properly. That WILL be a future item in "Noise from Noyes".

You have probably noticed my move to a 16-bit only mode, this, at least for me, was inevitable; as trying to support (financially) both 8 and 16-bit was becoming an economic strain which I simply could no longer bear. The move in NO way was meant to indicate misgivings on my part relative to the ATARI 8-bit machines, which (as most of you well know) I feel have been most GROSSLY under-rated and horrendously maligned over the past years. Hats off to those still using and enjoying their ATARI 8-bit COMPUTERS (notice that I didn't use the "G" word)!



RECENT DISKS IN THE JACG 16-BIT LIBRARY

JACGLSEA.200

is the 1st of the **BUSINESS APPLICATION** disk set. 1ST_BASE.PRG is designed to handle Genie menus, and includes a sample Genie list on which to work. DATA1_3.PRG is a full featured data base and DHANDLER.PRG is a data base with mail merge, labels, etc. FRE_BASE.PRG is a free form data base that is quick and simple. INV_MNGR.PRG is an Inventory Manager configured for both the 520ST and the 1040ST. It includes a 44 page manual, and can be set up for your particular business. It is shareware, and your contribution will bring further help. TAB_142.PRG is The Address Book, another great Shareware program. It includes a DOC file to help you use this fine GEM program. G_LEDGER.PRG is a General Ledger Shareware from SYNISOFT. Registration will provide telephone support. PAS_WORD.PRG runs in all resolutions to set up a password system to protect all your files from prying eyes.

JACGLSEA.201

is the 2nd disk in the **BUSINESS** set, and includes LOAN_PGM.PRG with which you can analyse all types and conditions of loans. MICR_CHK.PRG is Clayton Walnum's Microcheck adapted and improved for the Atari ST. PAY_V3.PRG includes a full featured Shareware Payroll system to write checks and keep tracks of all deductions, etc. MOR_GAGE.PRG will calculate your mortgage payments for any desired combination of times and rates. CHEC_BAL.PRG is a good checkbook balancer and organiser. OPUS_PGM.PRG is the fantastic Spreadsheet from Analog issue #23. It includes three sample

work sheet templates (Budget, Financial and Money Market) for you. Refer to the Magazine article for full instructions. DAT_PLNR.PRG is a neat Calendar and Planner by Dave Plotkin and ME_MO.PRG is a Memo Pad with built in instructions.

JACGLSEA.202

is the 3rd in the **BUSINESS** set of **APPLICATIONS**. It includes NEW_WORD.PRG, the 1990 update of the .ACC mini word processor with expanded features. On screen HELP is provided. OUT_LINE.PRG is a 'thought' processor, and helps you write down your thoughts in subparagraph style. TEX_TOOL.PRG checks WP spelling, grammar, usage, etc. STWEL3_8.PRG is STwriter Vers, 3.8, with TOS 1.4 & 1.6 bugs fixed. It comes with a complete Tutorial and Manual. STW_MAN.PRG is included to help print out the Manual. PHONCALL.PRG Keeps a record of times of incoming calls. AD_BASE.PRG is another Address Book with many features and CHK_BOOK.PRG is a very good check book and organizer program.

JACGLSEA.203

is an **APPLICATION** disk and includes VCR_PRG.APP, a VCR organiser that will catalog, and print out, lists of all your tapes. M_INV_32.APP is a Database to list Albums, tapes, CD's etc. LIMITD19.APP will handle Rolex or Index cards, envelopes, etc. LABLMX15.APP is an update of the LabelMAX program. QLABEL.APP will load & edit up to 10 labels at a time. CASLABST.APP is a Cassette Label Maker from Archie Software. GEMLABEL.APP is a monochrome only program that does all types of

labels - with graphics. JET-LAB11.APP was written for the HP Deskjet - 2 label sizes can be handled. ENVEL_21.APP is a full featured label maker that can handle almost any label configuration. ST_LABEL.APP is a GEM label maker for mail or disks.

JACGLSEA.204

is a **TELEcommunications** disk. ZMFLASH.APP has Zmodem, the fastest file transfer protocol, while EZCOMM2.APP is a menu driven full feature Telecommunication program. TURBOCTS.APP Provides RTS/CTS protocol for the ST. HAGTERM2.APP is simple to use - it has a buffer and built in HELP features. MINISCUL.APP is a small terminal program in GFA but needs a transfer .ACC like the one on HAGTERM. ZMDM.APP has a Zmodem transfer capability that works with Interlink. XYZ.APP is a replacement for RZ.TTP. It will now resume after a NAK.

JACGLSEA.205

is another **TELEcommunications** disk. IG211.APP is an update of the Instant Graphic terminal program. TINYTERM.APP is PD Desk Accessory that works with XYZ.TTP. MASTER.APP has a list of files that are on the local (NJ) Greystone BBS. UTERM.APP includes Uniterm, version 2.0, a great Terminal program. VANTERM.APP is the excellent Vanterm 3.8, an update of JACG_LIB.145. MGUN.ACC works in all resolutions and lets you shoot bullet holes all over the monitor screen!

JACGLSEA.206

is a **UTILITY** disk. ACCESS.APP is the

RECENT DISKS IN THE JACG 16-BIT LIBRARY

first, and perhaps only, GEM window Command Line Interpreter - sort of a CLI unix? CALLFSEL.ACC will call any file selector-even the Atari selector, which can be handy at times. ARCIT105.APP will Arc or Unarc complete disks, and put the files in a folder, if you want. DUTILSHL.APP provides all kinds of disk utilities from a shell format. LGSEL16C.APP is the Little Green Footbal File Selector 1.6c.

JACGLSEA.207

is a **UTIL**ity disk. CALCLO.APP contains a side by side window graphical analog clock and calendar. the calendar can be used to determine the number of days between given dates. PINHED17.APP contains update 1.7 of the version on JACG_LIB.180. This really speeds up your bootup. APP_MERG.APP merges any type of file, ASCII or binary, to any other file. CLINIC.APP checks for viruses when retrieving disk files. DMPRESET.APP is the preset program to work with DESKMG33.APP which is update 3.3 of JACG_LIB.178 (3.2) FONTRIX.APP is an .ACC that changes screen fonts to ported 8 bit fonts, or Degas fonts. GEMQST.APP Use this in your AUTO folder after QuickST and enjoy! NX_SETUP.APP is a printer driver for 24 pin printer screen dumps. DORUNRUN.APP sets up STWriter global parameters to your preference. QMENU2.APP is an update to JACG_LIB.147 Easy APPL execution. QUERY.APP is an .ACC companion for the program DataRetrieve. VERSYS.APP is a programmer's aid keep track of your backups as you modify your work.

JACGLSEA.208

is a **UTIL**ity disk. DCOPY_36.APP has some bugs fixed. It will now allow scrolling when 'T' is called. FASTEXTR.APP Can be either a Desk .ACC or a .PRG. and can de-arc into folders. Fast! CPANEL.APP is an improved public domain substitute for the Atari Control Panel. It also includes a reset proof Ram disk. CACHEV35.APP updates the disk cache program found on JACG_LIB.147. It now allows TOS to format disks. TEMPEL19.APP is a Machine Language monitor & debugger. Used in your AUTO folder, it will show where the crash occurred, instead of bombs. DCSHW11.APP is now STe compatible. When a text file is double clicked and SHOW selected, the text can now be scrolled. LHARC102.APP This is Version 1.02, and has an improved user interface. ANTIBOMB.APP replaces bombs with user friendly alerts. CHECK.APP, mon version checks disk space, ram, etc. CHECK1A.APP is a Color version that checks disk space, ram, etc. CLOKSYNC.APP Sets both internal clocks to same time. SKIPPERF.APP Set your printer to skip perforations with either an .ACC or .PRG.

JACGLSEA.209

is a **GAME** disk. BLOODAXE.APP is a fun, fast game in D&D tradition. Enjoy! BLOCKADE.APP is a low resolution Qix clone from Europe with a graphgic background. ECOLOGY.APP is a low resolution and has Midi sound and great 3-D animation. GOUP.APP is a Monochrome "Loderunner" from Germany. PATIENCE.APP is solitaire in its various formats. Monochrome. Excellent

graphics.

JACGLSEA.210

is a **Desk Top PuBlishing** utilities disk. PSCAPT10.APP Lets Time Works Post Script save output to disk. GEMART2.APP has 10 images in .GEM format. CV2IMG12.APP Converts Seurat, Degas, etc. to .IMG format. EZ_GEM.APP Convert CAD3D and UNITERM pics to .GEM format. CVTPM.APP Convert Printmaster from/to IBM PM format. WPLUSIMG.APP Converts Seurat to Wordplus .IMG format. GIFTOPS.APP converts .GIF files to Post Script files. MVG_DEM5.APP Load & manipulate IMG PI3 PC3 NEO TNY etc. files. IMGART_1.APP contains 9 images in .IMG format. CLIPART.PC3 is 'ATARI' in many shapes & sizes. GEMART_4.APP contains 7 images in .GEM format.

JACGLSEA.211

is a **GAME** disk. FORTRESS.APP is a compiled STOS game that has 25 rooms, and will show status of the game as you find your way around. GHOSTMIN.APP is pretty tricky. (Hints are provided). You must go down in the mine and vaporize the spiders before your energy runs out. NFL25.APP This will help you get your National Fottball League predictions up to 60% right. How about that! BLOBBRUN.APP This is what "Loderunner" should've been! VSQ.APP First Tetris. then Valgus, now Valgus squared!

MEMBERS PRICES

AT MEETING

Disk Of the Month	\$3.00
All others	\$4.00

IMPORTANT NOTICE

The following people HAVE E-MAIL waiting for them on the JACG BBS....

ALL E-MAIL WILL BE LOST WHEN THE SOFTWARE IS CHANGED.

To	From
Paul Linch	Tom Shoosmith
William H. George	Angelo Vahatouras
Chris Yonge	John King
Gregory Taylor	Gary Gorski
Bill Pittenger	Charlie Miller
Michael D. Hochman	Dave Arlington
Frank Walters	Gary Gorski
Mark Chotkowski	Tom Shoosmith
Billy Winston	John King
Billy Winston	Lori Doerner
Michael D. Hochman	Jose Cravo
Chris Tuttle	Frank Rachel
Paul Machiaverna	Gary Gorski
Bill Martin	Joseph Kennedy
Amy Bell	Gary Gorski
Michael Arendasky	David Dvorin
Mike Revak	Gary Gorski
Lori Doerner	Dave Arlington
Tom Shoosmith	David Noyes
Tom Shoosmith	Joseph Anstett
Sam Cory	Jon Polonez
Lori Doerner	Joseph T McMahon
Lori Doerner	John King

That PHONE number is (908)
298-0161 Call TODAY !

8 - BIT FEATURE

THERE'S BURIED TREASURE UNDER THERE! ***by David E. Dvorin, JACG***

Over the years I have learned that a computer; no matter how sophisticated, is only as good as the programs running it. And for the Atari 8-bit user in the JACG, the best place to find the software is buried right under our noses - in the JACG library.

The JACG 8-bit library contains around 200 disks. Each disk has been cataloged and "JACG Certified". The

cost of each disk, which usually contains more than one program is two or three dollars. Considering the cost and the limited availability of software for the 8-bit, it is not only the best deal in town but also the last.

In addition, there many disks that are just waiting to tested and certified to be included in the library. How many are we talking about? Since I am not the holder of these disks I do not know for sure, but I can say with confidence the number has got to be at least another 200 disks. "So why are they not included in the library?" Good question! What is required is time. Someone has got to look at each one of those disks and verify that the programs works so they can be included in the library. That someone should be you. By simply asking either the disk librarian or the 8-bit Vice President, you would be given a disk or two to check out and get in order for the library.

Now I can't speak for the Executive Board but I bet if you go through the trouble of getting a disk together to be included in the library, the club will let you have a copy for free! (Assuming it the programs are all public domain.) Now that's a great deal if I ever heard one. Get a free disk to play with and the library gets another entry.

The disks come from all over the country and even overseas so you know there has got to be some buried treasure in that pile of disks! So ask the 8-bit Vice President, Neil Van Oost or the Librarian Sam Cory or the Assistant Librarians Dave Green and Bill Garmany for a disk to test.

It's that easy to discover buried treasure!

8 - BIT FEATURE

8-BIT PUBLIC DOMAIN LIBRARIAN REPORT ***by Sam Cory, JACG***

Hi Oscar Granison! Nice to see you on TV-9BP at 10:15am 11-2-90. What a gripe! Sorry, I did not tape it.

May you all have the THANKSGIVING of your dreams. May you all continue to enjoy your ATARI. May you all contribute articles, files, and yourselves to YOUR club. Which leads me to Joe Hicswa. It was mentioned before by your president, Dave Noyes. Joe needs help so he can help others in some nursing homes. He needs files directed to handicapped and older people. These files would have a number of variables (time, letter size, word length, public domain, etc) and as many as possible in each file.

If you are interested, bring up at the meeting you want JACG to sponsor a contest open to the ATARI WORLD. We still have a lot of the older commercial programs and equipment to give as prizes to attract a wide participation.

We again have two DOM's: JACG216D = a fine arc'd variety collection Neil Van Oost, Jr has taken off various BBS.

JACG216 FRONT

READ1ST DOC FINCAL1FARC
PREPX ARC SUPRSORTARC

(
: Editor's Note: Gee, I still get a big thrill when I see my program on a DOM!!)

VIDEO3 ARC XON2 ARC
027 FREE SECTORS

REAR

CRYPTO ARC QUIKW ARC
CLRBLK ARC YATZ ARC
CISFREE ARC MAX10 ARC
MAKECO ARC GR10VIEWARC
PICS ARC SLOGRO ARC
030 FREE SECTORS

JACG217D = OL HACKERS have revived their excellent newsletter on disk. Now bi-monthly the front covers July, August 1990. On the rear find

September, October 1990. These two sides represent a new newsletter file by Kris Holtegaard. It is simple to use and from my viewpoint has new features necessary to a readable newsletter. This file is available as PD. Because it occupies few sectors I will have to find a number more to make a disk side. Of course, you can extract his file from this disk.

JACG217 FRONT

CHIMAY	TXT	EWewan	TXT
FREV	TXT	G1050	TXT
AWHO	TXT	H23POU	TXT
IWQNR	TXT	MAINMENUHLP	
PRESS	HLP	PRESSPRTHLP	
PRESSPRTMNU		WELCOME	SCR
JJER	TXT	NEWSLTR	BAS
HELP	TXT	KORDE	TXT
AUTORUN	COM	LATARI	TXT
BPRES	TXT	PPHONE	TXT
MEMO	TXT	NREV2	TXT
DJUNMI	TXT	OBASIC	TXT
QNULL	TXT	RWHATS	TXT

025 FREE SECTORS

JACG217 REAR

EBITB	TXT	AUTORUN	COM
MAINMENUHLP		WELCOME	SCR
PRESS	HLP	HELP	DOC
PRESSPRTMNU		PRESSPRTHLP	
NEWSLTR	BAS	AWHO	TXT
FDATE	TXT	GDD3RE	TXT
HEDUC	TXT	JGINS2	TXT
INEW	TXT	DAUGMI	TXT
KDD3	TXT	LSPART	TXT
CJUMIN	TXT	BPIC	TXT
COLRTESTBAS		HEDIT	TXT

020 FREE SECTORS

GENERAL FEATURE

OCTOBER MEETING NOTES by Joseph E. Hicswa, JACG

Rain or rain-laden clouds enshrouded people leaving to attend the OCTOBER JACG meeting. It was a disheartening time for all but stalwart members who made the trip to AT&T BELL LABS in Murray Hill.

Luckily I did not have to drive the motorcycle. An invited friend took me in her car. Upon arriving, my driver was much impressed by the facade of BELL LABS edifice.

Standing in the parking lot was a Leisure Line bus--the kind that carries thrill seekers to casinos. I asked it's driver if he was going to Atlantic City. He was not. The bus was for another affair so I attended our JACG meeting.

Waiting for the auditorium door to be opened was Secretary/Membership Chairman Mike Hochman with another brave member. Almost immediately President Dave Noyes drove up in his small auto loaded with our club's demo-hardware, flea market goodies, and Editor Dave Arlington. President Noyes quickly arranged for a Bell Labs Security person to open the doors. Then John Godown from Bell Lab's Maintenance Department opened the stage and backstage cage doors for the large screen monitor which was later set up by Mark Rotton and Mason Taube.

Weather did not deter a lot of members that morning. The flea market area was packed with bargain hunters who also availed themselves of a FREEBEE box loaded with magazines and other ATARI literature.

Membership Chairman Michael Hochman was busy with new members, renewals and issuing newsletters with door prize tickets to attendees. He was ably assisted by 7 year old Chris Martin.

The Newsletter collating crew consisted of Editor Arlington, President Emeritus Gary J. Gorski, Steven J. Scavone and Juren Erberich, a meeting-guest of past president Joseph Kennedy. After the meeting, Mr. Erberich returned to his home in Marl, Germany. FROM GERMANY! WOW!

President Noyes conducted the pre-meeting Question and Answer session. (My hearing loss precludes those question/answers in this article.

They are very important to many members, especially those unable to attend our meetings. I need a member to record those questions and answers for our newsletter. Please contact me or an officer at the meeting).

David then welcomed members, new members and guests attending for their first time. Nominations were accepted for November election of club officers. The slate consists of:

President - Joseph Kennedy.
16 VP - David Noyes
8 VP - David Arlington
Secretary/Membership Chairman - OPEN
Treasurer - Peter Rotton

Our president reported the demise of Sam Cory's mother who was ill for sometime. Our belated condolences.

REPORT FROM OFFICERS:

TREASURER Jack Rutt reported our JACG account is growing with membership and newsletter ads as well as the thriftiness of our officers. Jack pointed out the importance of accurate, unambiguous submissions by officers to the Treasurer if our records are to be maintained in an orderly manner.

SECRETARY/MEMBESHIP CHAIRMAN
Michael Hochman proudly told of our growing membership: New members and renewals. There seems to be a ground swell of ATARI users and awareness of our JERSEY ATARI COMPUTER GROUP (JACG). We're doing it right!

Mike related the determination of a new ATARI user who wanted to join a users group and telephoned ATARI in Sunnyvale, California. She was referred to a dealer in Dover who gave her Mike's number listed on our newsletter which was in the dealer's shop.

Another new member is a business man. He accidently learned one of his neighbors is a JACG member who invited him to our meeting.

The following are new members and renewals:

Marshall Rosenberg - Gillette
Joseph Cravo - Harrison
Philip Greenhut - Livingston
Robert P. Mulhearn Jr. - Pine Brook
Mark Santora - Rumson
Richard S. Semel - West Orange
Donald A. Ursen - Randolph
Shree Vandenberg - Plainfield
Dr. William Vincent - Dunellen
Joseph Wyks - New Milford

16 BIT VP JOHN DEAN mentioned a Rochester User Group Newsletter; talked about ATARI dropping user groups because of piracy and law suits; a report of Washington ATARI show; and club discount cards. VP Dean described the 16 bit disk of the month: JACGLSEA.211, a game disk with 5 files including NFL25.APP for football handicappers seeking accurate predictions. It may be used to predict college or Canadian football games also.

8 BIT VP NEIL VAN OOST JR. reported the TEXPRO manual has been updated. Also he had discovered a new use for Daisy Dot 3 (DD3) which was described in his October Newsletter article. He mentioned the 8-bit DOM--PAGE 6 DS30 (F) DS31 (REAR) "with a lot of SPARTA DOS PD utilities". (See Librarian Cory's article in Oct. Newsletter).

EDITOR DAVID ARLINGTON briefly elaborated some articles in Oct. Newsletter and explained that the Commodore ad was simply to fill out the edition so as not to have a full blank page.

8 BIT DEMO - Joseph Kennedy demonstrated his video digitizer for the 8-bit. Panning a young volunteer and the audience with a movie camera, Joe let us see ourselves on the screen monitor. While the video was somewhat crude, it is a giant step in the potential, still-to-be-developed use of ATARI 8-bits.

16 BIT DEMOS: First, David Noyes

showed us WORDUP VER 3.0, a comprehensive word processor on five disks with 375K of files.

Next, Jack Rutt was to have demo'd a SPREADSHEET but the glitched program would not boot up. Jack will try again in November.

Finally, that masterful demonstrator Eric Jacoves took us through Activision's MUSIC STUDIO, an outstanding graphic and music synthesizer which fascinated the audience. Mr. Jacoves showed how easy it is to write or play music, combine different instruments, arrange and rearrange music scores. A users creations may be hardcopied (printed) and SAVED onto a disk.

Eric said a person does not have to understand music composition to use the program. It is self-teaching. He told how his 5 years old daughter, using the program, composes music on their ST.

The meeting closed with distribution of door prizes. Just about everyone present received an 8 or 16 bit package. Some who put on a demo or wrote an article for newsletter received two door prizes. I got a PAGE 6 disk, issue #46, and MOSAIC I/O PACKAGE for use with ATARI controller jacks. The disk is an appreciated addition to my library, but I don't comprehend the Mosaic I/O Package. Perhaps one of you readers will explain it to me at a Question/Answer session.

See you in December. Bring a friend.

8 - BIT FEATURE

*KYAN PASCAL Review
by Dave Arlington, JACG*

Originally, the article that was to go in this place was a more detailed look at CC65, a new public domain C compiler that looks to be a pretty full version which unfortunately has little

to no documentation. But it has been a busy month, and I didn't get to work with CC65 like I had wanted to.

In the meantime, for a school project, I needed to write a program that needed to do a lot of floating point math operations (operations with decimal point numbers). As outlined in the C Compilers Overview last month, no C language satisfactorily handle real numbers. Neither does my favorite language, Action! I considered for a mini second to do it in BASIC, but for school I need a programming language that a professor can read and make sense of. So I turned to an excellent, reliable favorite of the old days of about 2 - 3 years ago and dug out Kyan Pascal. So here is my review of this underrated gem.

The first and foremost thing to point out about Kyan Pascal that differentiates it from its C brethren I reviewed last month is the fact that Kyan Pascal is 100% standard Pascal. That is, if you write a program in ISO standard Pascal on any machine (for instance, Turbo Pascal on an IBM), it will compile and run on your Atari. No catches, no gimmicks. Full compatibility.

For those that aren't aware, Pascal is a structured, procedural, easy-to-read language like C or Action! Pascal, however, was specifically designed to be a teaching language and so, it is easier to learn than either Action! or C, making it a great language for beginners. And since nothing is left out and Kyan is compatible, any book on standard Pascal will help teach you the language.

Which leads to the second great thing about Kyan Pascal. You might not need a good Pascal book, since Kyan Pascal has the most comprehensive and complete manual for any Atari programming language ever. It is over 260 pages long complete with Table of Contents and Index. It has a full tutorial on Pascal, details on how to use the Editor and special Operating

System that comes with Kyan Pascal, and technical details for the hard core programmer on such things as how to include assembly language routines in your Pascal program or specifying where it will start in memory.

Kyan Pascal has all the things in a language that I was complaining last month that all the Cs and Action! do not have. Not only does Kyan Pascal have floating point math and variables, but since it does not use the built-in ROM Atari floating point routines, it is able to boast of math operations that are 1000 times more accurate than any other Atari language! This makes it the language of choice for business or scientific purposes.

Also unlike all the other languages I looked at last month, Kyan Pascal is like standard Pascal in that you can write functions that return any data type of value at all, not just integers. You can also declare Record type data types which are like structures in C and records in Action! except again these records can consist of any data type, even ones you define yourself!

All other standard Pascal goodies are here as well: IF- THEN- ELSE, WHILE ... DO, REPEAT UNTIL, CASE statements, ORD and PRED functions, Boolean and Scalar data types, Sets, Files, input/output redirection, Strings, multi-dimension arrays, and Pointers to mention some.

This last, Pointers, is of real importance. Since Kyan Pascal has the standard functions New and Dispose to allocate and deallocate memory for pointers, you can have linked lists of data using pointers, something definately not easy to implement in either C or Action! on an 8-bit Atari. With the Reset and Rewrite functions to handle random access disk files, this linked list ability makes Kyan Pascal even more powerful in data base types of activities.

So, with all these powerful

features, you're probably thinking Kyan Pascal programs are a dog when they run. Not so! In speed tests I've seen and tried myself, Kyan comes in third after Assembly language and Action! and ahead of compiled Turbo Basic, any of the C languages, and of course light years ahead of BASIC. Another nice thing is that you compiled Pascal program can be run on ANY Atari computer with enough memory. The people you give your program to do not need to own Kyan Pascal themselves to run it.

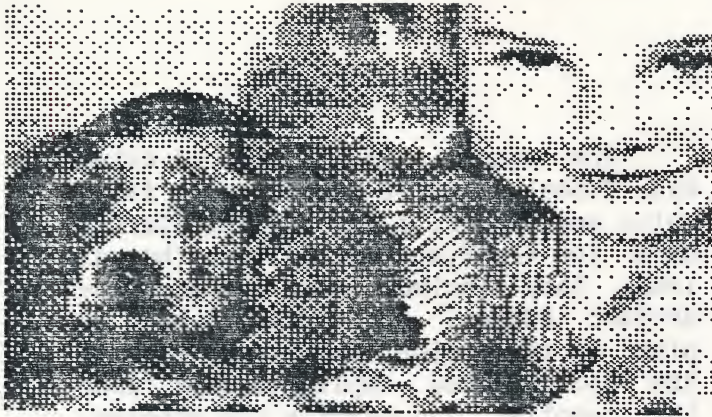
Kyan Pascal comes with a text editor, a compiler, an assembler, and a psuedo-Unix type operating system. Normally, you edit your source program with the text editor and then compile it with the compiler. The compiler then automatically loads and runs the assembler for you to produce your runnable program. If for some reason, you want to assemble the file yourself, you can tell the compiler not to pass the program on to the assembler.

When the compiler starts compiling your program, it is able to detect and report any of over 120 error conditions and pinpoint the spot in your text file where the errors occur. The thing I really like about the compiler is that it doesn't stop at the first error condition. It tries to find and report all of them. This saves a lot of debugging time.

So, if this language is so great, why aren't I using it all the time? There are some legitimate reasons. First, like many languages that try to be standard, it doesn't come with a lot of Atari-specific bells and whistles. There are some Graphics and Sound functions in the basic package and some really nice extra cost Programming Toolkits that add more Atari specific goodies. You can always write your own Atari specific routines via the Assembly Code option, but I still feel that Action! remains the best language for Atari-specific purposes. However, if you are writing a general purpose, business, or scientific program, you should look at Kyan Pascal.

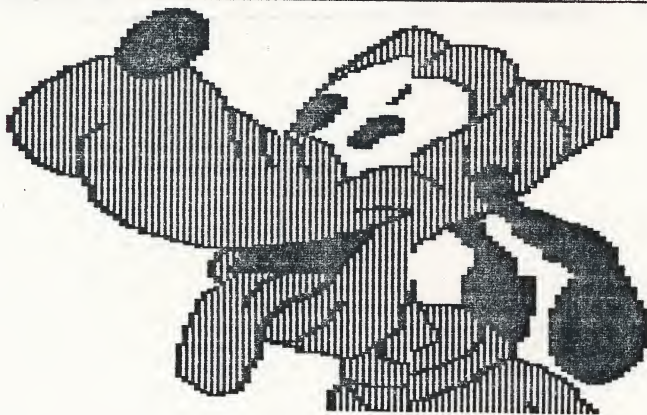
The other reason I stopped using Kyan Pascal a couple years really isn't valid any longer. I don't particularly care for the Kyan Text Editor, (but at least they include one) I prefer the Action! Editor. So I used to have to plug in the Action! cartridge, type in the source code, unplug th cart, load the compiler and compile the program. If there was a mistake, I had to repeat the whole process all over again. But now, with SpartaDos X, I can jump into the Action! cartirdge, jump out, compile, and then jump back into the cart with my program still in the Editor if there are any errors! Since I started programming with Kyan Pascal and SpartaDos X, I'll be using Kyan much, much more often again.

So there you have it. If you want a fast, easy to learn, well documented, very powerful language for your Atari, get Kyan Pascal! And yes, my project got a perfect score!



YOUR PICTURE IN PRINT
and
The Daisy-Dot III User's Guide
by Neil Van Oost Jr., JACG

Yes it has finally happened, you now can include pictures in your Daisy-Dot III text. Any picture file that can be converted into a Micro-Illustrator or a Micro-Painter file can be converted over into a NLQ font for Daisy-Dot. How, you say, can I do this? Well there is a hitch, you will require a copy of Graphic Shop. Unfortunately Graphic Shop is not public domain. It was available through ANTIC magazine before they went down the tubes. As of this writing I do not know where you can get hold of a legitimate copy.



I do however know where you can get hold of detailed instructions on how to do this conversion. David Richardson of LACE (Lawrence, Kansas) has written "The Daisy-Dot III User's Guide". In this guide are explanations on how to use all the fonts that came with your registered version of DD3. Little things like what is the best spacing to use with PHOENIX.NLQ or how to print the special characters in PLEGAL10.NLQ. And how to get the H,K,M,Q,R, and W to print when using SAPPHIRE.NLQ and the W in SINALOA.NLQ.

Also included in the guide are, The Crazy Dots Game, a chess and crossword font, hand sign and braille fonts, a grid font to use in designing fonts, a score sheet font for Yahtzee and tripple Yahtzee type games. That's not all,

besides the new fonts is information on how to convert PrintShop icons into DD3 fonts, along with several of these converted fonts. Within this manual are also several articles which Dave wrote for LACE on how to use different aspects of DD3.



How do I get a copy of this really great guide, you ask. Well.... No Problem! Its easy, if you have a modem just dial the JACG BBS, 201-298-0161. The entire manual is there for your downloading pleasure. If you don't have a modem, you can still get a copy of the manual on disk, just see me at the meeting.

Some of the fonts included in the manual are:

CHESS.NLQ



BOTLNECK.NLQ **ABCDEFabcdef**

PRISMA.NLQ **ABCDEFGHII**

STENCIL.NLQ **ABCDEFabcdef**

STENCIL2.NLQ **ABCDEFabcdef**

CASUAL.NLQ **ABCDEFGabcdefg**

ROMAN3.NLQ **ABCDEFabcdef**

HANDSIGN.NLQ



COOPER.NLQ **ABCDEFabcdef**

COOPER2.NLQ

ABCDEFGabcdefg

BRILLE.NLQ **· : · · · · · · · ·**

PROFIL.NLQ **ABCDEFG**

ASTRA.NLQ **ABCDEFGHII**

PROFITAL.NLQ **ABCDEFGG**

ASTRAMAG.NLQ **ABCDEFGH**

PRFITMAG.NLQ

ABCD

Well thats it for this month. Hope you enjoyed this article, as much as I enjoyed the four hours or so that it took me to produce it. More from your favorite PICTURE JUNKIE next month.

Diary of a Flight Simulator Pilot -- Part 4 by Dave Arlington

(Introduction: For new readers to the newsletter, this is the fourth in a continuing series of articles that cover the recreation of a cross-country flight from Santa Monica, CA. to Cleveland, OH. The software used is SubLogic's Flight Simulator II on a 130XE. For those who want to fly along, this month's portion of the trip also uses Western Scenery Disk 2.)

As I promised last month, we have fine weather to fly in today as we prepare for our trip from Phoenix, AZ to Douglass, AZ, right on the Mexican border. Exiting the Editor, the plane can be seen halfway down Runway 26 at Phoenix Intl, Sky Harbor airport. Don't worry though, there is plenty of room to take off for a small plane like ours. Going into radar shows the major Phoenix metropolitan area as well as several of its suburbs.

Before taking off, it's time to figure out our flight plan. Up until now, we've always been able to use the VORs to find our way around. However, glancing at the Phoenix Sectional chart that comes with the disk shows that there are no VORs simulated anywhere near Douglass. (Airport 44 on the chart.) The closest one is Silver Spring and that will be way out of range. So this will be strictly flying by Visual rules alone. The road that leads into Phoenix from the west and then continues due south is the by-now familiar Interstate Route 10. I figure we can follow that until we reach Tuscon and then play it by ear from there.

To start with, let's follow the same plan we used at Yuma. Take off straight ahead and at 2200 feet (while still climbing) start a slow right turn of about 270 degrees until you see the part of Route 10 that goes south from Chandler to Tuscon. Doing this slow right turn gives you plenty of time to look out all the windows and get a good view of the city and its surroundings. When you finally come around on Route 10 and heading south, keep climbing until you reach a cruising altitude of 6500 feet. This is a lot higher than we've been, but the south-eastern part of Arizona is very high. Douglass-Bisbee airport, our destination, is at over 4000 feet altitude.

There doesn't look to be a lot of interesting scenery on this part of the trip. No water, no mountains, and the last half hour or so out there in no-man's land looks like it will be positively boring. On the other hand, we will see two major cities and a lot of airports on this trip. As we swing around south on Route 10, the first airport we see is Chandler, one we saw last month.

Just follow Route 10 south to Tuscon, the other major city on this trip. Along the way, if you're paying attention and looking out all the windows, you should see the airports of Casa Grande, Coolidge (not for very long, look hard!), Marana, and as we get closer to Tuscon, Avra Valley, Ryan, and Tuscon International. When you get to Tuscon is when the tricky flying begins. On the chart, it looks like if we follow a straight line along Route 10 through Tuscon, we should pass pretty close to the airport at Fort Huachuca (don't ask me to pronounce it!), where a slight turn to the left would point us to Douglass. The problem with the simulator and not having any VOR towers in the near vicinity is that, as I've pointed out before, is that some of the smaller airports don't show up unless you are pretty close to them, say within a 10-12 mile radius. So if your dead reckoning is off by a little bit, you could fly right by the airport and never see it. Plus, on this leg anyway, there are no landmarks to help guide you.

Flying along with nothing to see but green all around for about 40 minutes (Okay, there is that little spot of Tuscon out the back window to remind us of a little civilization) is enough to make any simulator pilot paranoid. Did I go past the airport already? Is my heading right? Maybe I should be 5 or 10 degrees to the right or left of my present course? At about this time (40 minutes out of Tuscon), the heat must have started to get to me and I started to keep changing my course, thinking I had blown it. I was just about to shut down the simulator when Fort Huachuca showed up. Of course, it was off to the left, about where I would have been originally if I had not done all those course changes! So, if you attempt this flight, trust in yourself!

After making the turn to head towards Douglass (with more vacillating about the proper course again from myself), it's time for another long stretch of nothing but green. Even Tuscon and Route 10 disappear after awhile. It's times like this that my wife does not understand (and most of you probably also!). How I can sit at a screen with nothing but a patch of green and a patch of blue separated by a white line for hours at a time. Well, first off, it's all in the imagination. Of course, I'm really looking at the wilds of Arizona

here, just like your kid thinks he or she is Raphael of the Teenage Mutant Ninja Turtles. Secondly, for some reason, I find flying the simulator very, very relaxing, sort of like why some people sit and look at fish tanks. It's a great stress reliever for me.

Anyway, the philosopher of the skies eventually finds Douglass airport, this time right about on course. After an uneventful landing, it's time to go back to my real-life screaming family! Anyways, it turns out this trip was one of the more boring parts of the trip, but I promise the next leg of this trip will make up for it. See you next month at Douglass, AZ!!

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The Hewlett Packard DeskJet 500 printer

a review

D. B. Noyes - JACG

Early in October I purchased (from the Computer Factory on Route 17 in Paramus) a Hewlett Packard DeskJet 500 printer (which I will from henceforth refer to as the "500"). The printer itself went for \$499.95. The technology is ink jet (as opposed to dot matrix or laser) with resolution at 300 DPI (dots per inch) and the ink is water resistant. There are three built-in fonts (as opposed to the single font in the predecessors (the DeskJet and the DeskJet Plus)), however, outside of the default font (Courier), the other two (CG Times and Letter Gothic) must be selected via software commands. Additional font cartridges are available (for anywhere between \$65.00 to \$80.00) which may be addressed by means of software commands or from the printer's control panel.

I purchased the 500 after having contemplated a 24-pin (24-wire) printer. I was looking for output a few "cuts" above that of the venerable (and unchanged) 9-pin dot matrix printers. Although the 24-pin printers delivered a much better "impression" than that of their 9-pin siblings, I was much impressed by the output of the "500". In the first place (depending upon the paper) the output rivalled that of a laser printer. Furthermore, the "improved" ink did not "run" when wet with water, as did the former ink. Also, the speed of the printer has increased over that of its' predecessors... up to 3 pages a

minute (of text) in 300 DPI mode, or 90 seconds for a page of graphics. Finally...the silence, the "500" is almost noiseless (but not Noyesless!). I call the "500" the "poor person's laser printer".

With the purchase of the "500" began the search for ST software which would "drive" it (see "Noise from the President" re. WordUp 3.0 and TurboJet 2.0). I first went to CompuServe and Genie and was able to find TEXT drivers for Fleetstreet Publisher, WordWriter ST, ST Writer Elite, 1st Word and 1st Word Plus...also a couple of neat labelling programs. I have PageStream 1.8, luckily that has a DeskJet driver (thus graphics and text will be forthcoming!). I was able to purchase (directly, by mail from MiGraph) a DeskJet driver for MicroSoft Write. However, the greatest flexibility (in word processing) that I currently see (relative to the ST and the "500") is through WordPerfect 4.1 (ATARI ST version) and the "500". Although the DeskJet drivers included with 4.1 are for the DeskJet and the DeskJet Plus, they drive the "500" quite well. I am able to access the built-in fonts, and am capable of using the two font cartridges which I have purchased so far (Times-Roman and Helvetica).

To maximize flexibility, I also purchased the (Epson) FX-80 emulation cartridge for the "500". This allows 300 DPI font output from Epson FX-80 drivers, however, for graphics, the emulation is 9-pin dot matrix-all be it a "tad" better, but still

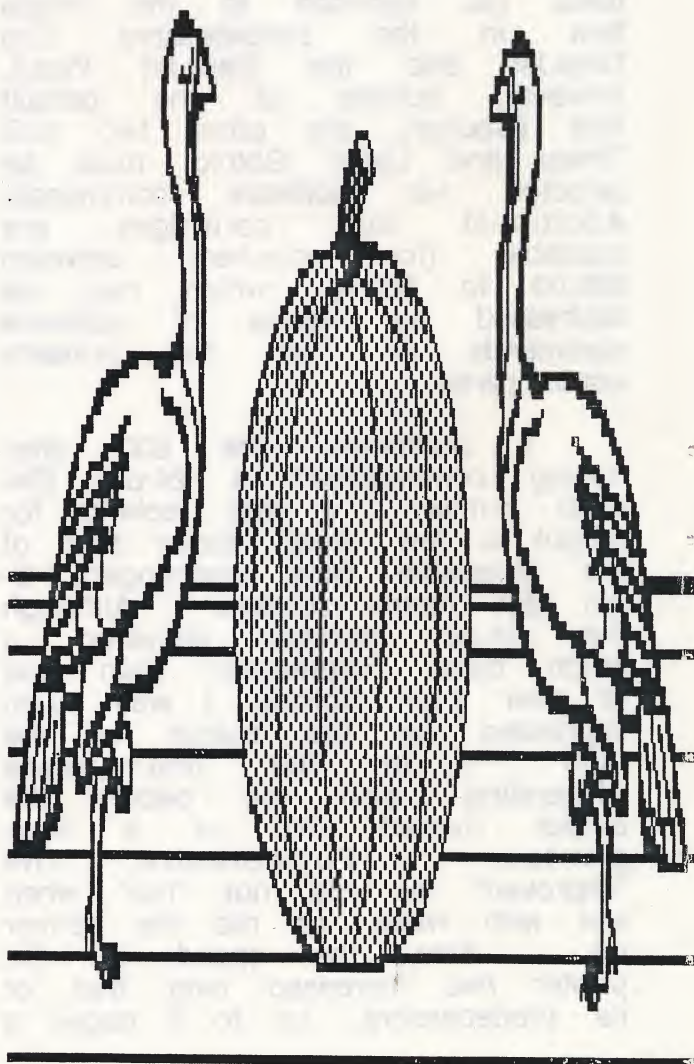
at a visible dot level. I actually made a card (with the "500") with Printmaster.

One must experiment with paper. Some "Xerox" copy paper gives excellent results, other paper of the same "ilk" allows the ink to "bleed" into the paper before drying (about three seconds for text) creating some "fuzzing" or "feathering" of the text. I have found that Xerox's own 4024 DP 20 lb. Paper 8 1/2 x 11 to give superior results (for a copy paper); and yet Springhill's Relay DP 20 lb White paper, and Hammermill's Tidal DP Long 8 1/2 x 11 tend to allow the ink to soak in a "wee" bit too much. Bond paper gives consistently excellent results.

Additional software which I have purchased (as a direct result of purchasing the "500") have been two from the "WizWorks). The first is IMAGE CAT, a DTP (Desk Top Publishing) clip art catalog and print utility. And, the second, MVG (MultiViewer Graphica) to "View, Edit, Draw, clip, Fonts, Flip, Print, Import and Export" clip art. Both programs handle a multiplicity of clip art modes such as: PI, IMG, TNY etc. Both are extremely versatile - I like them not only for what they allow me to do, but further, for (beyond word processing) the justification they provide in my purchase of the "500"!

A few final notes and observations. Hewlett Packard warrants the "500" for three (yes, 3) years. Sure beats ATARI's 90 days, and beats the year or so that many printer manufacturers provide. Ink is readily available (\$16.00 to \$20.00 per cartridge) in "computer" stores (make sure that you get the "new, improved" ink - it IS available). Ink is said to

last from 300 to 400 pages of text (obviously less for graphics). Most stores do not carry the font cartridges; as long as you don't mind paying list price, you can order them (via an "800" number) directly from Hewlett Packard (got mine overnight ("Fed-X")). As the "500" was only introduced on the 29th of August of this year, I would expect to see (at least) some shareware out to address its capabilities - so, support shareware!



1990-1991

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